



# SAVAGE



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## Chapter 1 by Story Wars

In SAVAGE there are 14 rules.

1.) Take all 10 pills everyday before 8:00.

1 purple pill for Intelligence

2 green pills for nutrients

3 orange pills for hormone stabilization

4 black pills for brain hydrater

2.) curfew begins at 19:00. Those out past 19:00 will be shot on site.

3.) meal times are at 7:00, 13:00, and 17:00. Failure to meet these standard meal times will result in loss of meal.

4.) monthly injections are required, and will be given out at work centers, hospitals, and schools.

5.) When a child turns 15, he/she will receive a job that SAVAGE is looking for. Coming Work Day. The child will receive a job that SAVAGE is looking for.

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6.) when a child turns 20, the builders of the community will destroy a deceased elders house and rebuild a new house for the child. In addition to the house, the child becomes a proud member of the community and is given all rights based around SAVAGE's rules. Also, when a member of the community turns 25 He/she is given an assigned spouse who is a member of SAVAGE.

7.) when two members of the community have a child, the two can decide weather or not the child will grow up in the community, or become a member of SAVAGE. if they choose SAVAGE, then the child will be removed, and raised in a diffrent community specially designed for members of SAVAGE. As a reward for helping the community, the parents of the SAVAGE child will receive 2X of there current commission.

8.) if two members of the community have twins, one of the two must be put into SAVAGE. The parents will still receive 2X of there current commission.

9.) members of the community can only have 2 kids per household, and only 2 kids per SAVAGE. Community members can have no kids after 40.

10.) When members of the community reach the age of 65, they are removed from there houses and taken to the Elder Society. There, they will age up to the title of Elder and retire from there jobs.

11.) members can only have one Animal per household.

12.) mirrors are only available for special ocassions. Members of the community will receive a letter with a code, members must the. Punch the 4 digit code into a key pad over the family mirrors safety compotenet.

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- 2 - new room. Children get to upgrade out of there parents room and into there very own. It is important to help children become independent, rather than reliant.
- 3 - chores. Community members begin receiving new letters a day with a list of chores children must begin doing for the good of the community. It will help children become knowledgeable on helping others.
- 4 - comfort animal removed. This is the age kids will loose there comfort animal. It is mandatory that kids learn that even after a great loss, you can still move on.
- 5 - school uniform. This is usually a red outfit especially designed so that kids can be easily identified among the Community Members
- 6 - electronic ear peice. designed to help education and learning enhancements among kids. It is implanted surgically around the side of the dominant ear.
- 7 - Bar code. This is a small tattooed bar code located at the back of the neck. This is to help identify patients, students, and body's much easier.
- 8 - bicycle. A bicycle is only to be used by a child from the ages of 8 - 15. The bicycles help children transport to different locations within the community.
- 9 - musical instrument of there choice. A child will recieve a musical instep end to help grow the knowledge of music
- 10- watch. Thus watch will help kids be able to keep track of homework, appointments, and family matters. It is beneficial for the success of the children.
- 11 - new school uniforms. This helps the kids move on, reminding them that they are maturing in age and spiritual growth. They are moved into a new student center where they can learn more efficiently. With older students.
- 12 - a book. The book holds images and stories of the world before SAVAGE. It helps show kids why the wall is good, and what it can do for everyone inside..
- 13 - a tattoo behind there ear of the SAVAGE symbol. The symbol has a tracking sensor in the middle. It is surgically implanted where a child's parents or SAVAGE themselves can track the child at all times.
- 14 - The Life proof suit, an outfit children are give. To protect from Rape, Infection, and cuts. Children will be wearing this uniform until they become an elder.

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Don't break these rules and you can live happily, break these rules and you die.

### Chapter 2 by Kallaway Haystings



It was perfect. Until they breached the walls.

### Chapter 3 by Dead DJ



It dawned on them that they were fugitives and could never come back.

Abigail was 13 and much smarter than everyone else her age. Samuel was 17 tall and looked out of place in his community. Ingrid was 10 but she didn't want to be part of SAVAGE. They were led by a boy, 15 who refused to take the pills and hated the curfews.

### Chapter 4 by Jhagadeswara rao Rajavarapu



2 of the 4 died for breaking rules.

### Chapter 5 by StealthWriter23



The two that died were Samuel and Ingrid. The other 2 managed to escape death, unfortunately, they didn't make it far before they realized that they needed more food and water. Since they had only made it about 2 full miles, they decided to turn back. At the time, it seemed stupid to them, but once they made it back to the terrible place that they now called The Trap, they had noticed that something was different about The Trap. Something, weird.

### Chapter 6 by Zacky D I guess



They couldn't figure out what was different about The Trap, or what it looked like since nobody

bothered to describe it, but they couldn't figure it out until their painful death when they realized someone put up a new one.

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Chapter 7 by (N)

The plant's smell was very attractive, not to mention poisonous.

Whoever breathes the air that plant creates for a week, has a cancer.

It was not a regular cancer. People called it Doom. What it does is it finds it's way to the brain and heart. First, it suffocates people by prevent them from breathing, then, it tears apart the brain, and at the end the heart.

The plant was put there by SAVAGE staff members.

The community broke the wall. They wanted to free the prisoners. What they noticed is that everyone is dead, without any wounds.

Since they got this far, they wanted to have a rest here. That was their biggest mistake.

## Chapter 8 by Rachelle



When Abigail and John woke up they felt dizzy like an earthquake was shaking beneath them and overwhelmed they stood up looked around the deserted area, bodies piled up on every spot , nowhere was just ground.

After a glance they headed in the direction of Florence street , where their families lived. John was fighting to stand up and walk straight but it was too difficult, he heard a thud, twisted his head in the other direction, Abigail was lying on the floor next to a pile of SAVAGE and he trotted over as fast as his wimping feet could carry him, he kneeled down next to her, his strong arms around her cheeks , her face in his cupped weary hands, "I love you" he whimpered as she smiled and her heart stopped. John sobbed for about a minute and then got up so he could stop this problem. He needed to stop this problem, for Abigail.

He sprinted faster than he had ever had gone before and when he reached Florence street it wasn't even bearable, all the houses crumpled to the ground and his parents.....well that was a different story. He made his way to the main parliament building, when he saw a massive stack of corps piled upon each other like they meant nothing at all to anyone. His eyes filled with tears, he was alone, he could cry now, he could let his emotions out here, with none watching or looking up to him. He struggled to climb the tower of corps and slide back down several times.

but when he reached the top his heart simply stopped.

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THE END

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